



DETECTIVE

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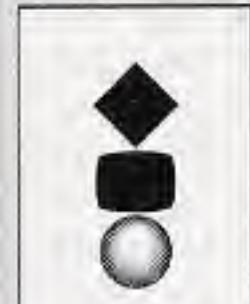
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Psychic Detective

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Psychic Flashes: Tips from the Masters

Just in case your psychic powers are a little weak, here are some insights to help you. All of these "insights" are revealed in the movie (in one form or another). Hard-core psychic sleuths be forewarned: some of these hints may make the game easier to win, and you wouldn't want that, would you? We've listed them from the most obvious to the dead give-aways. Dare ya not to read a one of 'em.

- Everything you need to know will be revealed to you through the dialogue and the psychic images that flash on the screen. After you play through a few times, you'll sense the patterns emerging and you'll know what the images mean.
- Trust your subconscious to figure out the significance of the game pieces in the Black Diamond game.
- Search out explanations of all psychic visions. Crucial insights can be gained.
- Some players feel the need to memorize and map the paths they take. The first few times you play, you may just want to relax and feel the flow of the story—get to know the characters. Once you have a real feel for the story, you'll be amazed at how much you already know.

- ☞ Naturally, the first choice that pops on the screen—a person to transmit, an object to “read,” or an action to take—may not be the best choice, but it takes a special patience to resist all those urges and wait for Eric to come up with some particular opportunities.
- ☞ If Eric doesn’t know that someone is in the room, he won’t know they are available to transmit (their icon won’t appear). Just by hopping into the head of a person with a different view of the room gives you access to new transmission opportunities.
- ☞ A transmission breaks if you are in the head of a person that approaches Eric. You automatically snap back to Eric’s head. There is one exception—let Madame Tikunov explain it to you.
- ☞ Powerful psychics can usually detect when you’re transmitting them; sometimes right away, sometimes not for a while.
- ☞ Think about what has happened to the characters in the *current* movie when making your selections for the Black Diamond game. Their physical, mental, and emotional condition is critical to the quality of your power.
- ☞ Max can learn your fear if you transmit him too much. This gives him an edge in the psychic battle. But sometimes it’s the only way to get what you need.

- ☞ If you use the collector too long or too many times, you get fried. This can weaken you in the psychic battle.
- ☞ If you’re in the presence of an activated collector and Max is there too, WATCH OUT! You can get really fried. This, too, can weaken you for the battle to come.
- ☞ At the Pause menu, press B to go back to the beginning of the current disc. You will start playing the movie at the same point in the story and under the same conditions as when that disc began.

The Making of Psychic Detective

Producer's Note:

As you can see from the following credits list, this was a big project. But it was just as ambitious in its form of collaboration as it was in its scope.

By combining the audiovisual virtuosity of (Colossal)Pictures with EA’s decade of game experience, I knew we would be producing a game unlike any other. I also knew from first-hand experience the perils of putting together teams from different disciplines. Engineers building authoring tools for film makers, editors providing pseudo-code for programmers, everybody adapting their work methods to accommodate new types of colleagues. I won’t say the sailing was all smooth,

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but it was very gratifying to see everyone doing the extra work of learning from each other in the service of this project.

The concept of interactive movies is in its infancy. Through the efforts of these kinds of collaborations, we can invent the interactive forms of tomorrow. My thanks go to Drew Takahashi and (Colossal)Pictures for helping make this project a reality.

—Jim Simmons—

(Colossal)Pictures

(Colossal)Pictures has produced award-winning films in virtually every genre and technique. Besides producing a wide variety of music videos, television commercials, CD-ROM titles, and on-line advertising and navigational systems, they are the creators of MTV's "Liquid Television" and subsequent spin-off series "Aeon Flux", the special effects wizards for *The Right Stuff*, *Top Gun* and *Bram Stoker's Dracula*; and the producers of the animated sequences seen in Oliver Stone's *Natural Born Killers* and Universal's *Tank Girl*. As pioneers in interactive entertainment, Colossal is proud to present *Psychic Detective*, the first original interactive movie shot entirely on location in the San Francisco Bay Area.

About the Artists

Jim Simmons

Jim Simmons has produced interactive entertainment projects for Hasbro Electronics, Warner New Media, Philips Interactive Media, Walt Disney Computer Software, and Electronic Arts.

After studying photography and experimental film at California Institute of the Arts, Jim worked as a newspaper photographer, graphic designer, and motion picture special effects technician. In 1978 he and a partner built the film industry's first PC-controlled optical printer. Following screenwriting graduate studies at Stanford University, Simmons started his first Silicon Valley job—designing games to play with Nolan Bushnell's robotic cats.



Michael Kaplan

Jim Simmons

John Sanborn

PHOTO: ROSALIND DELIGATTI

Psychic DETECTIVE

Michael Kaplan

Michael Kaplan has emerged as one of the most inventive writer/designers working in the multimedia community. Apart from the 450 page script for *Psychic Detective*, Michael has contributed much to the burgeoning new technology of interactive software. As a contributor to *Meet MediaBand*, he created the structure and interlocking scenarios for *Undo Me*, an interactive music video which was awarded Grand Prize at the Quicktime Film Festival in 1994.

Michael received a B.A. in English Literature and Playwrighting from Yale University, then spent several years in Hollywood working with his partner, John Levenstein. They formed a creative alliance with Michael Nesmith and became head writers on the ground-breaking NBC series *Television Parts*. Working with "unknown" stand-up comedians, Kaplan shaped short films out of their nightclub routines. The show's alumni include Garry Shandling, Whoopi Goldberg, Jay Leno, Arsenio Hall, Jerry Seinfeld, and Bobcat Goldthwaite.

John Sanborn

Considered by Vogue Magazine to be "the acknowledged genius" in the field of video art, John Sanborn takes on the innovative task of directing *Psychic Detective*. John is an artist whose range of talent is underscored by his eye for the accessible. The variety of projects and

talent he has worked with illustrates his broad interest and understanding of video exhibition as an art form. He's directed music videos for artists from Van Halen to Grace Jones, worked on "Alive From Off Center," an acclaimed PBS series, created "Infinite Escher" (in High Definition Television) featuring Sean Ono Lennon, and joined forces with musician, composer, producer Todd Rundgren to form NUtopia, a joint venture with NewTek (inventors of the "Video Toaster").

John's work has been broadcast globally on almost all major networks and has been displayed worldwide in forums such as Film Festivals in New York, Berlin, London, and Venice, the Museum of Modern Art, the American Film Institute, the Japanese "Media Art Museum," and many more. Currently his work is available on home video in a collection called "The World of John Sanborn."

In 1994, John Sanborn and Michael Kaplan formed *LaFong*—a creative partnership devoted to writing, directing, and producing the next level of content for new technologies.

Cast and Crew

CAST

Laina Pozok: Beata Pozniak
 Eric Fox: Kevin Breznahan
 Sylvia Bourget: Marcia Pizzo
 Max Mirage/Lexi Golitsyn: Jarion Monroe
 Monica Pozok: Zachary Barton
 Madam Tikunov: Sharon Lockwood
 Moki Valdez: Luis Oropeza
 Sergei Nosenko: Eric Beavers
 Vladimir Pozok: Rob Nilsson
 Bouncer: Steven A. Jones
 Chad Bitalski: William Hall
 Jeanine, the Miragequester: Allison Chase
 Bobby, the Bar Patron: Matt Mengarelli
 Officer Griggs: Ralph Peduto
 Officer O'Brien: Tony Haney
 Exotic Dancer: Meaghan Gannett
 Pawnshop Owner: David E. Kazanjian
 Skateboard Kid: Darrin Lee Roe
 Bag Lady: Adele Proom
 Anna Slaznowicz: Monica Baber

Cleaner: Michael Halton
 Cleaner's Partner: Ross Martineau
 Courier: J. Stephen Coyle
 Delivery Man: Robert Ernst
 Bag Man: Ben Gardner
 Male Reporter: Paul Ghiringhelli
 Female Reporter: Megan Dodds
 Drunk Inmate: Scott Beach
 Miragequester: Alyson Quinby
 Karelian Woman: Michelle McHall
 Mansion Guests: Eileen Finn, Holly Laddia, Leroy Kopp III, Mary Mackey, Blake Torney
 Waiters: Greg Cala, Ron Kaell
 Arabian Sheik: Dennis Poppolardo
 Hong Kong Businessman: Peter Soe
 Macho Woman: Kristen Kuehn
 Trio of Musicians: Peter Divono, Robert Garver, Norbert Stachel
 Brick Guests: Erin Campion, Kathleen Dunne, Paula Edwards, Lygia Serra, Julie Taylor, Michael Crate, Scott McClain, Ron Rogge, Chip

Wasson, Jon Scaman
 Little Lexi: Oliver Kane
 Eric's Father: David Rosenthal
 Little Eric: Ian Conklin
 Little Laina: Amber Joy Smith
 Lexi's Mom: Bronwyn Smith
 Anna's Little Brother: David Bills
 Eric's Mom: Kathleen Turco-Lyon
 Little Monica: Alicia Jamarillo
 Little Anna: Megan Doherty-Baker
 Man with Pocket Watch:
 Scott Devenney
 Laina's Mother: Jeanne Peters
 Customer:
 Diane Washington-Shepard
 Dog Walker: Bob Sibilia
 Old Man: Sheldon Tromberg
 Parking Attendant: Don Rosenberg
 Stranger: Joe Peer
 Kid Scaring Moki: Ryan Ashford
 Lounge Audience: James Cotton,
 Karen Jennings-Bauer, Bill Jones,
 Ramona Scott, Jerry Mark
 Pedestrians: Carol Hodges,
 Lisa Sarrail, Ken Steimetz,
 Eddie Jesse, Johnetta Shearer,
 Wesley Watkins, Ed Hanson,
 Becky Roy, William Boyd
 Jailer: Brian Danker
 Jogger: Jennifer Okabe

People Staring: Gary Pettinger,
 Elaine Thomas
 Miragequesters: Colin Andrews,
 Steve Bakunas, Michael Bellino,
 Dan Belzer, Dena Bikerstaffe
 Myki the Dog:
 Mykonos Phelan-McKee

WRITER
 Michael Kaplan

PRODUCTION
 (Colossal)Pictures
 in association with
 Electronic Arts Productions, Inc.

Director: John Sanborn
 Producers: Don Howe, Sally Bentley
 Assistant Director: Michael Kitchens
 Director of Photography:
 Skip Sweeney
 Camera Assistant:
 Hrafnhildur Gunnarsdottir
 Lighting Director: Darrell Flowers
 Production Manager: Kelly Courtney
 Script Supervisor: Mindy Rodman
 Production Coordinator:
 Eileen McKee
 2nd AD: Paul Lowe
 2nd 2nd AD: Curt Butz

*D*etective

Key Grip: James Childers,
Hue Freeman
Best Boy: Paul Meise
Grip: Joe Victoria, Bruce Thompson
Utility: Phil Stockton, Michael
Knight, Joel Bach, Paul Scherman
Grip Truck Drivers: Luke Hock, Jimmy
Stewart, Bruce Jones
VTR: Mia Lor Houlberg
Sound: Steve Balliet
Boom Operator: Reed Maidenberg
Locations Manager: Laurie Noll
SF Casting: Nancy Hayes Casting
LA Casting: Nicole Arbusto & Helen
Joy Dickson
Background Casting: Wesley Watkins
Production Design: Sterling Storm
Set Decorator: Bill McGirr
Set Dressing: Kim Nies, Suzy Skaggs
Make-Up Artist: Steve Anderson
Hair Stylist: Pamela Harris
Makeup Assistant: Richard Battle,
Marianna Defina
Prop Master: Craig Patterson
Wardrobe Mistress: Carolyn Tyler
Dancer's Costume: Jennifer Jensen
Property Assistants: Scott Barrett,

Dean Zingus, Liz Campana,
Art Assistants: Wendi Lynd, Sue Chan
Wardrobe Assistants: Kathleen Blake,
Stephanie Schneider, Casandra
Carpenter, Esmerelda Kent,
Ashley Gibbs
Weapons & Effects: Bill Curtain
Pyrotechnics: T. Hunter McCann
Still Photographer: Melissa Mullin
Production Assistants: Mary
Mathaisell, Joel Bach, Guy
Coussement, Doug Kieffer, Darius
Milne, Cheyenne Milne, Deborah
Phelan, Peter West, Sherry
Russell, Bruce Ready, Van Kindel,
Dianne Child
Production Accountant: Sue Long
Craft Service: Jennifer Long
Stage Facility: Studio (Colossal)
Stage Managers: Tim Lloyd, Ruben
O'Malley, Michael Hardwick
Set Construction: Scene II
On-Set Construction: Dean Zingus
Art Assistant: Sean Hennessey
Russian Translator: Lena Piselskaia
Motorhome Drivers: Mark Fraizer,
Jerry Winston, Rosie Malley

Talent Wrangler: Stacy Holmes
Welfare: Renie Guimond, Donnell
Barnes
Security: C&F Motion Picture
Security
Logo Design: Michael Brunsfeld
Storyboard Artist: Tom Holloway
Video Equipment: Video Free
America
Caterer: Zocalo
Neon Art: Aargon Neon
Collector Fabrication: James Belvins
Limousine: Courtesy-A Chauffeured
Limousine
Black Diamond Vortex Art: Andrew
Guevara
Miragequest Signs: Landmark Signs
Photo Prints: Skylab
Photo Blow Ups: Blow Up Lab
Hotel Accommodations: Hotel
Prescott
Motorhome Rental: Swift-Leslie
CW1: Ed Souza
Prop Autos: Atlas Auto Rental
Production Truck: Ranahan Rents
Automobile Rental: Bay Area Rental
Travel Agent: Valle Travel Service
Walkies: Brickley

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Lighting
Falore Chrysler
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Susan Hoffman
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Steve Jensen, Leda Maliga
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Larry Repp
Post Production Supervisors: Shawn
Cuddy, Sally Bentley
Authoring: John Sanborn
Composer: Pat Gleeson
Sound Designer: Jeff Roth